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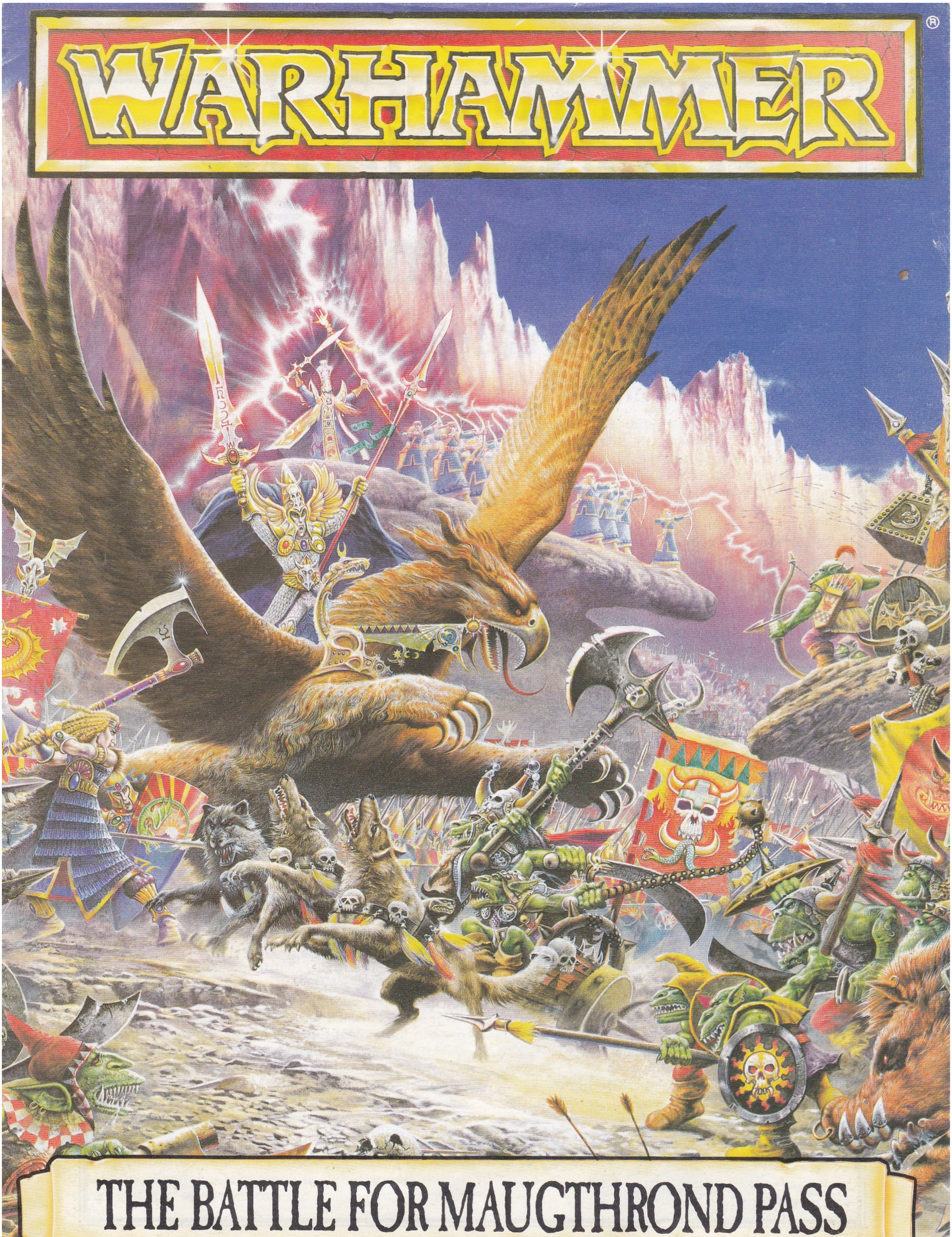

THE BATTLE FOR MAUGTHROND PASS

The Battle for Maugthrond Pass

By Nigel Stillman

Produced by the Games Workshop Design Studio

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THE BATTLE FOR MAUGTHROND PASS

The Battle for Maugthrond Pass is a Warhammer scenario – a battle where the sides, battlefield and objectives of the rival commanders are all invented before the game begins. In a scenario the points values of each side do not have to be equal, but the two forces taking part in the Battle for Maugthrond Pass are almost equally balanced. The deployment of the armies and the length of the game are also described in the scenario, and are different from the rules given in the rulebook. In a scenario these details can be varied to reflect special situations.

We suggest you read through the Battle for Maugthrond Pass before you play it. The scenario has been designed so that you can use all the contents of the Warhammer box, including the card character models and machines. The units have been divided up to give a number of small Elf units and a number of slightly larger Goblin units – this has been done so that the Goblins can avoid the effects of fear in most cases. Remember, Goblins *fear* units of Elves they do not outnumber by at least 2 to 1! This does mean that you won't be able to use the movement trays, as these have been designed for slightly larger units.

THE BATTLE

The Battle for Maugthrond Pass represents one of the many small battles fought during the Goblin Warlord Grom's invasion of the High Elf Realm of Ulthuan. At the time of the battle the Goblin Warlord and his hordes were marching towards the great city of Tor Yvresse. The way to their objective lay through a forested wilderness, and the Goblins attacked and burned any settlements in their path.

There were many heroic actions in which the Elf defenders tried to fight off the horde and save their villages from destruction, but were all overwhelmed. The Goblins marched on to meet their final defeat in Tor Yvresse, at the hands of the Elven army of Eltharion.

At the pass of Maugthrond there was a chance of halting the Goblin invasion in its tracks, because the village stood in the way of their line of march. This historic encounter is an exciting and interesting battle to play as a Warhammer Fantasy Battle game. The village and the entrance to the pass are set up on the table as the battlefield. The Elves start off spread out around the village and will need to group their forces to meet the Goblin threat. The Goblins come out of the pass together as a concentrated force, representing the vanguard of the invasion army. All the troops you need to play this battle are provided in the Warhammer Fantasy Battle boxed set.

One player commands the Elf defenders of the village. He has a chance to change the course of events by halting the Goblin advance. Only resolute defence and skilful movement of reinforcements can enable him to achieve this.

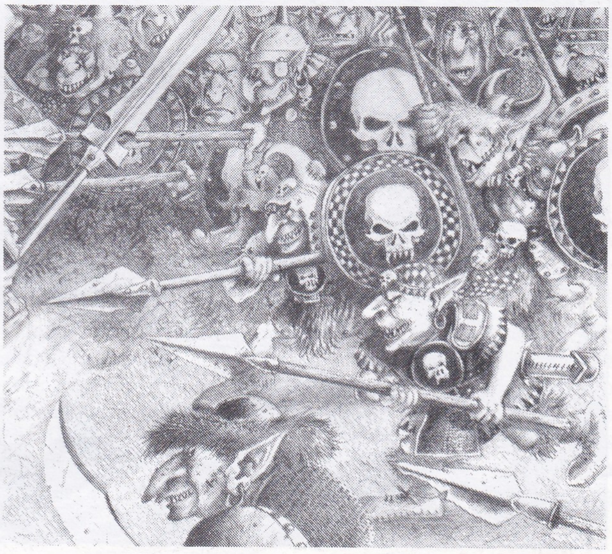
The other player commands the Goblin horde, playing the role of Grom himself. He must lead his army through the village sweeping aside any opposition. This calls for determination and relentless attack. Decisions must be made quickly so that the Elves will not have a chance to organise their defence. You have the element of surprise. This is a great advantage, so don't lose it!.

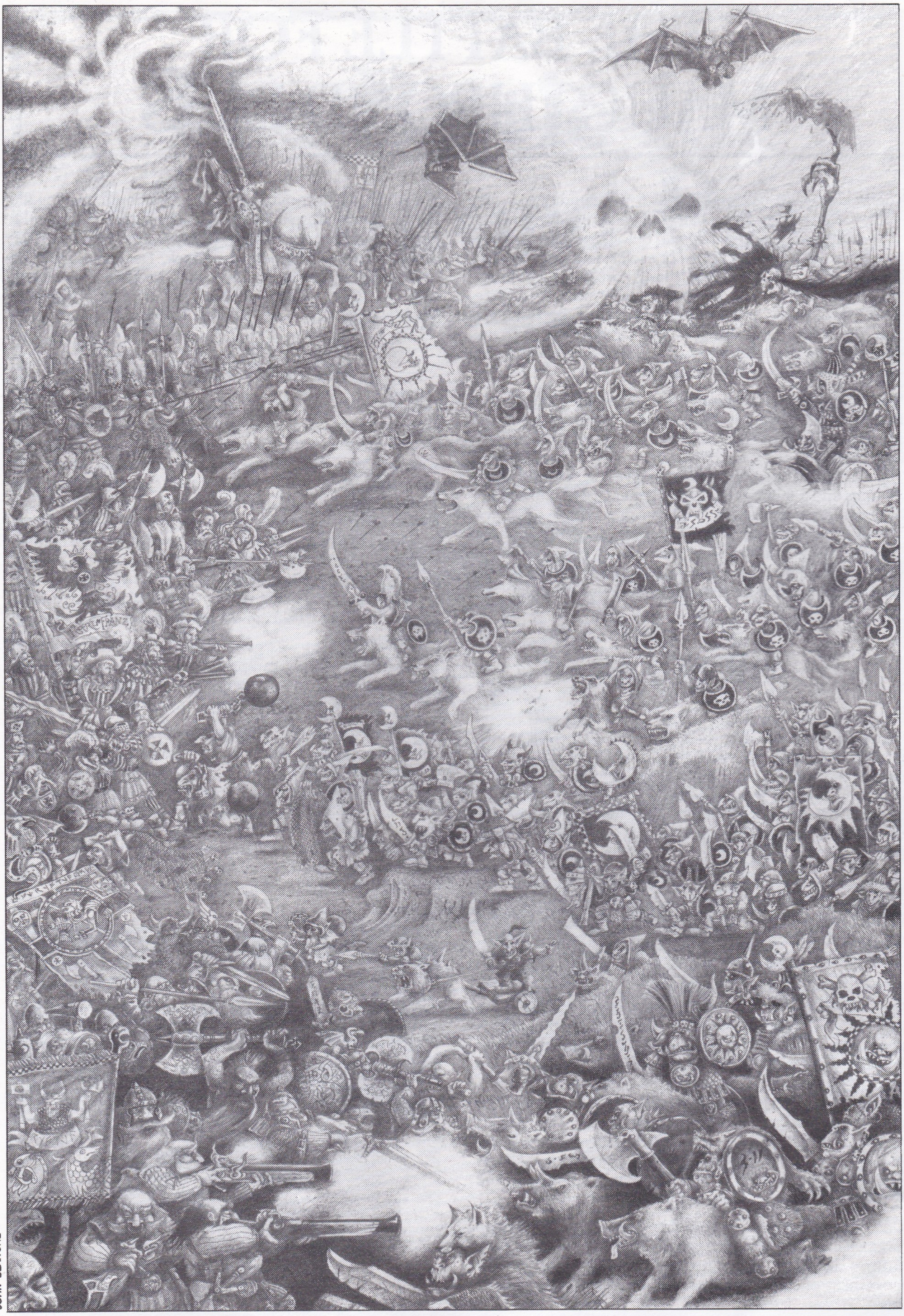
SETTING THE SCENE

One of the many isolated Elf villages encountered by the Goblin horde was Maugthrond. This settlement was located at the mouth of a pass through a region of densely wooded hills. The village stood at the point where the pass led out into the open countryside around Tor Yvresse. Like many Elf villages it was protected by four watch towers, one located on each side of the village. Beside each tower was a warning beacon which could be lit if the lookouts in the tower were attacked, or spotted enemy approaching. This would bring the armed defenders of the village racing to the danger point from the centre of the village, and from the other watch towers.

Each watch tower was garrisoned by five archers. In the centre of the village, camped in the village square, were the village guardians. These troops were equipped with a bolt thrower mounted in the eastern watchtower.

The defenders of Maugthrond knew about the approaching Goblins, but did not know whether the horde would come towards their village or pass by it. Maugthrond was located in a remote area, off the beaten track, and many believed that the horde would follow a more direct route along the main highway to Tor Yvresse. The lookouts were vigilant, but hoped that they might only have to fend off Goblin foragers operating on the flanks of the marching army, not the main force itself.





JOHN BLANCHE

As for the Goblins, their Warlord Grom had decided not to follow the obvious direct route to Tor Yvresse. He wanted to surprise and outflank any Elven forces on the main highway so he led the horde through the wilderness pass towards Maugthrond, sending Wolf Riders to make a feint along the main route, thus confusing the Elves as to his intentions.

It was evening when the people of Maugthrond saw many deer and small animals running through the village from out of the dense woods. No one knew what this meant, or what they were running away from. Wiser ones guessed that they may have been fleeing from foraging Goblins. The village was uneasy and watchful. Was this a portent of impending doom?

While the horde was advancing on Tor Yvresse, Eltharion, leader of the Elf host, was sailing down the coast trying to reach the city before Grom's horde. As the fleet progressed he made regular flights inland, riding Stormwing, his war griffon. Two days ago he had flown high above the Goblin horde and followed it along the main highway. Yesterday he had tried to relocate the horde, but it had vanished. He picked up the trail of destruction wrought by the Wolf Riders detached as a feint and eventually found them. Hovering high in the sky he counted their numbers and realised that the main horde must be somewhere else. As he returned to the ship at nightfall he resolved to fly over the wilderness regions to either side of the great highway next day, in the hope of finding out where the main force had gone.

That evening, Grom ordered his Goblins to make a night march through the wilderness. The Goblins moved stealthily through the pass – a long, winding, densely overgrown dry valley between the forested hills. The horde followed the ancient track along the bottom of the valley. Before sunrise they were massing in the margins of the forest ready to fall upon the village of Maugthrond. The Elf archers on lookout duty in the eastern watch tower could see only the forested hills swathed in the morning mist. Between the watch tower and the entrance to the pass there were only a few hundred yards of open meadow. The mouth of the pass was a dense well of mist, hanging in the hollow, hiding the Goblin horde from view. The only sign that something was amiss was the lack of early morning bird song.

The lookouts in the watch tower knew the drill if they spotted enemy or they were attacked. One of them would have to run out and light the warning beacon. This would warn the rest of the defenders and bring them to the danger spot. Meanwhile the lookouts would defend the tower as best they could. There were four such towers, guarding the north, south, east and west approaches to the village. When the warning beacon was lit, the village guard would see it from the village square and prepare for battle while their families would be gathered together and led away from danger. As a precaution, the village garrison had already positioned their only bolt thrower in the eastern tower just in case a foraging column of Goblins should come from this direction.

The Elven defenders were divided into four detachments of lookouts, one stationed in each of the four watch towers, and two guard units, Elril's Guard and Thronduin's Guard, named after their respective leaders.

In the woods, hidden by the mist, Grom had moved up to the vanguard of his army together with Black Tooth the Orc Shaman who had accompanied the army during its conquests. The rest of the horde was strung back along the trail in an immensely long column. The warbands were hidden among the trees and crags to avoid being spotted from the air by the occasional flying creatures that had been seen passing overhead during the march inland. Grom rightly identified these as Dragon riders or other Elves riding eagles and griffons, who were scouting to find the Goblin army.

It was easy to see where the Goblins had been because of the smoke of burning villages in their wake, but less easy to count their numbers or follow them through expanses of rugged terrain. Grom had sent out many flanking columns of Wolf Riders to spread destruction over a broad front, making it difficult for the Elves to tell which was the main column of the horde.

Grom organised the vanguard into three units of archers and two of spearmen. The smaller band of archers would go ahead followed by the rest of the vanguard. The tactics being to try and whittle down the number of defenders before the Goblins clashed with the Elves in close combat. Grom knew his boyz were unlikely to put up much fight against Elves unless they had overwhelming numbers on their side.

The Orc Shaman Black Tooth was determined to find the great standing stone in the village and steal its magic. Every Elf village that they had encountered so far had one of these standing stones. Black Tooth had ordered each of them pulled to the ground once he had tapped into its magic to enhance his own power. The night before the battle, Black Tooth went off alone into the forest, searching for a special kind of stone that would serve a plan he had hatched. At daybreak he was still deep in the forest carving an amulet from a lump of blue-black crystal and muttering a strange spell.

Grom knew there was no point delaying the attack waiting for the Orc Shaman to emerge. It was important to gain the element of surprise, so he gave the order to attack. He knew that Black Tooth would soon swoop out of the sky riding his ferocious War Wyvern Doom Serpent.

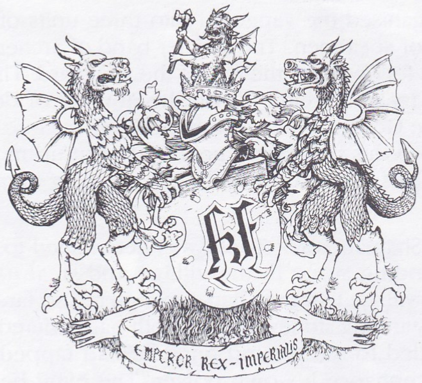
As the sun rose over the horizon, silhouetting the coast of Ulthuan, Eltharion took off again from the deck of his flagship upon the griffon Stormwing. He headed inland for the wilderness east of Tor Yvresse, hoping to relocate the horde and find out how much closer to the city it had marched. This would be difficult. The landscape below was swathed in mist. As the sun rose higher during the day, the mist began to clear. Eltharion was flying high over the wilderness when, far below, the unmistakable shape of a Wyvern flapped out of the trees and swooped low over the forest towards the west. Eltharion immediately followed the Wyvern, knowing that it must be ridden by a great Orc war leader or shaman and would certainly lead him to the main Goblin horde.

What Eltharion had seen was the Shaman Black Tooth, setting off for Maugthrond and his rendezvous with Grom's army, his secret spells in the forest now completed.

Meanwhile, the great war drums and raucous horns of the horde sounded, and the Goblins were advancing out of the mist towards the village. The Elf lookouts were taken completely by surprise. Thanks to the mist, the Goblins had stolen the initiative and made the first move. As Goblin arrows began hitting the woodwork of the watch tower, the Elves knew that they must light the warning beacon at all costs or the village would be overwhelmed.

THE BATTLE

What happens on that day at Maugthrond will be decided by you and your opponent. One player takes command of the Elf defenders, while the other will play the role of Grom, leader of the Goblins. The Elf player must try and save his village from destruction and hold up the Goblins for as long as possible. If Grom and his advance force encounter fierce resistance, the horde will go around the village and won't burn it to the ground. The Goblin player must defeat the defenders and clear the way for the horde to break out into the open plains and onward to Tor Yvresse.



WHAT YOU WILL NEED FOR THE GAME

To play this battle as a game you will need the following things:

THE WARHAMMER FANTASY BATTLE BOXED SET

This contains all the troops, rules and dice that you will need for the battle. You will also need a tape measure or ruler, scrap paper and pen or pencil to make notes.

A BATTLEFIELD

For this you can use a table, the floor or any suitable flat area to play on. Your playing area needs to be approximately six foot by four foot to allow enough room for the battle. A larger area is fine if you wish. If you only have a smaller space available, then the battle can still be fought, but you should leave out some of the scenery and deploy the Goblins nearer to their starting edge.

SCENERY

The battlefield includes woods and hills. If you have no model trees then a piece of green card, or simply a piece of paper cut out to size with the word 'wood' written on it will suffice to show where the woods are. Hills can be very easily represented by laying a few books flat over your playing surface. If you have a green coloured blanket, sheet, or other heavy cloth so much the better – lay it over the area and on top of the books to make your battlefield. Two buildings are provided in the Warhammer box and these can be used to represent the watch tower and village. The standing stone, which the Orc Shaman is so keen to destroy, can be represented by a lump of plasticine or any suitable object about 6" high.

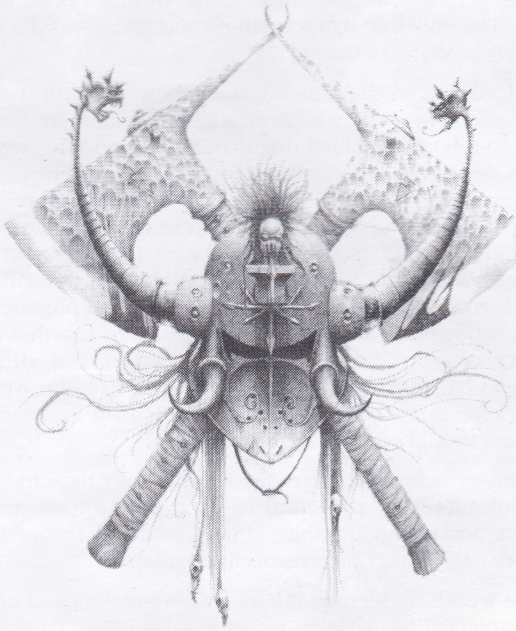
THE BATTLEFIELD

Designate which edge of the battlefield is north, south, east and west. Now look at the map on page 11 to see how to lay out the scenery for the battle. Place woods and trees in each corner of the table, leaving plenty of space in the middle for the village and allow enough room for the troops to manoeuvre in battle. There should be wide gaps in the woods on all four sides of the table.

At the end of the gap on the eastern edge of the table, and between 18 to 24" in from that edge, place the eastern watch tower. Place it on a hill if you have one. There is a beacon of brushwood next to the watch tower, like a bonfire. This beacon can be represented by plasticine or a marker such as a small coin. The beacon should be placed between 1 and 5" away from the watch tower.

The gap where the watch tower sits represents the pass. This is where the Goblins will come from. Opposite the eastern tower place the standing stone. Place it on another hill if you have one. The other three towers are assumed to be just off the table edges on the other three sides, so you don't need to include them on the battlefield. Place the house in the middle of the table to represent the village. If you have a few more model buildings then so much the better, but remember to leave a broad village square in the centre of the village for the Elven Guard units to form up in.

The village square should be at least one foot away from the watch tower, so as to give the Guards a chance to react to the warning beacon and the advancing Goblins. The warning beacon should be visible from the square, but the house should be positioned so as to prevent the Elves in the square seeing the Goblin deployment. They have to rely on the lookouts to warn them until the Goblins get close enough to attack.



GROM'S GOBLIN HORDE

You are Grom, leader of the Goblin horde. You are with your vanguard at the head of the pass, ready to attack the Elven village which bars your way. Your forces are deployed and ready for a surprise attack at daybreak. You have three units of archers and two units of spearmen to deploy how you wish within 12" of the eastern table edge; you may put them among the woods or in the pass. The Shaman, Black-tooth, arrives after the battle has started, intent on finding the magic standing stone to steal its power. When he has done this his Black Amulet is activated and may be used. Your objective is to overwhelm the village before the defenders can concentrate to offer effective resistance.

TURN SEQUENCE

The sequence of events during the Battle of Maugthrond Pass is as follows.

TURN	ARRIVAL OF REINFORCEMENTS AND MOVE ORDER
Goblin Turn 1	Mist recedes. Grom's Goblins are revealed and may move.
Elf Turn 1	The East Watchtower Elves may move or fight.
Goblin Turn 2	The Orc Shaman arrives at the eastern table edge at the start of turn, before anyone moves. He may move this turn.
Elf Turn 2	Elril's and Thronduin's Guards may move if they have been warned.
Goblin Turn 3	—
Elf Turn 3	Elril's and Thronduin's Guards may move. The North, South and West Watchtower Elves may move if they have been warned.
Goblin Turn 4	—
Elf Turn 4	The North, South and West Watchtower Elves may move.
Goblin Turn 5	—
Elf Turn 5	Eltharion arrives at the west, south or north table edge this turn, before anyone moves. He may move this turn.
Goblin Turn 6	—
Elf Turn 6	—
Goblin Turn 7	—
Elf Turn 7	—
Nightfall	The battle ends – add up the victory points to decide who has won.

GOBLIN FORCE: 989 Points

1 Goblin King (Grom) riding in a chariot
1 Orc Shaman (Black-tooth), riding a Wyvern (Doom Serpent)
1 Orc Stone Thrower (Skull Crusher)
2 x 16 Goblin Spearmen (the Iron Mob and the Bone Mob)
2 x 12 Goblin Archers (the Fang Stikkas and the Claw Stikkas)
1 x 8 Goblin Archers (the Stingers)

GOBLIN GENERAL – Grom the Mighty Goblin King

Armed with Grom's Axe, Horn of Urgok, light armour and riding in a chariot drawn by three wolves and with scythed wheels.

PROFILE	M	WS	BS	S	T	W	I	A	L	Save
Warboss	4	5	6	4	4	3	5	4	7	6
Chariot	–	–	–	7	7	3	1	–	–	–
Goblin Crew	4	2	3	3	3	1	2	1	5	–
Wolf	9	4	0	3	3	1	3	1	–	–

ORC SHAMAN – Black-tooth

Armed with hand weapon, light armour, Staff of Lightning and riding a Wyvern. Black Amulet is activated when he steals the standing stone's power.

PROFILE	M	WS	BS	S	T	W	I	A	L	Save
Master Shaman	4	3	3	4	4	3	4	2	7	6
Wyvern	6	5	0	5	6	4	4	3	5	–

GOBLIN SPEARMEN – The Iron Mob (16) and the Bone Mob (16)

Armed with hand weapons, spears and shields.

PROFILE	M	W	B	S	T	W	I	A	L	Save
Goblin	4	2	3	3	3	1	2	1	5	6

GOBLIN ARCHERS – The Fang Stikkas (12), the Claw Stikkas (12) and the Stingers (8)

Armed with hand weapons and short bows.

PROFILE	M	W	B	S	T	W	I	A	L	Save
Goblin	4	2	3	3	3	1	2	1	5	–

STONE THROWER AND 3 ORC CREW – Skull Crusher

Armed with hand weapons.

PROFILE	M	WS	BS	S	T	W	I	A	L	Save
Orc Crew	4	3	3	3	4	1	3	1	7	–

ARTILLERY PIECE	RANGE	STRENGTH	WOUNDS PER HIT	SAVE
Skull Crusher	60"	10	D6	None

GOBLIN VICTORY POINTS

The Elf General, Eltharion, is slain	10
For each Elf unit destroyed (except Thronduin's Guard)	1
The standing stone's power is stolen by Black-tooth	10
Thronduin's Guard destroyed	2

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ELTHARION'S HIGH ELF WATCH

You are the Eltharion, leader of the defenders of the village of Maugthrond. It is early morning and your lookouts in the watchtowers are guarding the village from attack on each of its four sides. This morning the unit in the Eastern watchtower, looking out over the pass towards the wooded hills to the east, suddenly sees a horde of Goblins emerging from the mist that shrouds the trees and hillsides. They must warn the village garrison before the Goblins attack. The Elves number five archers and a bolt-thrower, and they must survive long enough to light the warning beacon to raise the alarm. The village garrison consists of five more archers at each of the other three watchtowers, and a strong force of spearmen in the village square. If warned in time, they may act as reinforcements. You are flying high above the battlefield on your Griffon, ready to swoop down and lend your support as the battle unfolds below. It is your duty is to defend your village and, if possible, halt the Goblin advance.

TURN SEQUENCE

The sequence of events during the Battle of Maugthrond Pass is as follows.

TURN	ARRIVAL OF REINFORCEMENTS AND MOVE ORDER
Goblin Turn 1	Mist recedes. Grom's Goblins are revealed and may move.
Elf Turn 1	The East Watchtower Elves may move or fight.
Goblin Turn 2	The Orc Shaman arrives at the eastern table edge at the start of turn, before anyone moves. He may move this turn.
Elf Turn 2	Elril's and Thronduin's Guards may move if they have been warned.
Goblin Turn 3	—
Elf Turn 3	Elril's and Thronduin's Guards may move. The North, South and West Watchtower Elves may move if they have been warned.
Goblin Turn 4	—
Elf Turn 4	The North, South and West Watchtower Elves may move.
Goblin Turn 5	—
Elf Turn 5	Eltharion arrives at the west, south or north table edge this turn, before anyone moves. He may move this turn.
Goblin Turn 6	—
Elf Turn 6	—
Goblin Turn 7	—
Elf Turn 7	—
Nightfall	The battle ends – add up the victory points to decide who has won.

HIGH ELF FORCE: 992 Points

1 Elf Lord (Eltharion) riding a Griffon (Stormwing)
1 Bolt Thrower (the Reaper)
1 x 8 Elf Spearmen (Elril's Guard)
1 x 12 Elf Spearmen (Thronduin's Guard)
4 x 5 Elf Bowmen (each unit is named after its watchtower: North, South, East and West)

HIGH ELF GENERAL – Eltharion

Armed with Sword of Teclis, light armour, Helm of Atrazar and riding the Griffon Stormwing.

PROFILE	M	WS	BS	S	T	W	I	A	L	Save
Elf Lord	5	7	7	4	4	3	9	4	10	5+
Griffon	6	5	–	6	5	5	7	4	8	–

HIGH ELF SPEARMEN – Elril's Guard (8) and Thronduin's Guard (12)

Armed with spears, hand weapons, light armour and shields.

PROFILE	M	W	B	S	T	W	I	A	L	Save
Spearman	5	4	4	3	3	1	6	1	8	5+

HIGH ELF ARCHERS – North, South, East and West Watchtower Elves (5 each)

Armed with bows, hand weapons and light armour.

PROFILE	M	W	B	S	T	W	I	A	L	Save
Archers	5	4	4	3	3	1	6	1	8	6

BOLT THROWER AND 2 HIGH ELF CREW – The Reaper

Armed with hand weapons and light armour.

PROFILE	M	WS	BS	S	T	W	I	A	L	Save
Bolt Thrower	–	–	–	–	7	3	–	–	–	–
Crew	5	4	4	3	3	1	6	1	8	6

ARTILLERY PIECE	RANGE	STRENGTH	WOUNDS PER HIT	SAVE
Bolt Thrower	48"	5 with -1 per rank	D4	None

ELF VICTORY POINTS

The Goblin General, Grom, is slain	10
For each Goblin unit destroyed	1
The Orc Shaman, Black-tooth, is slain	10

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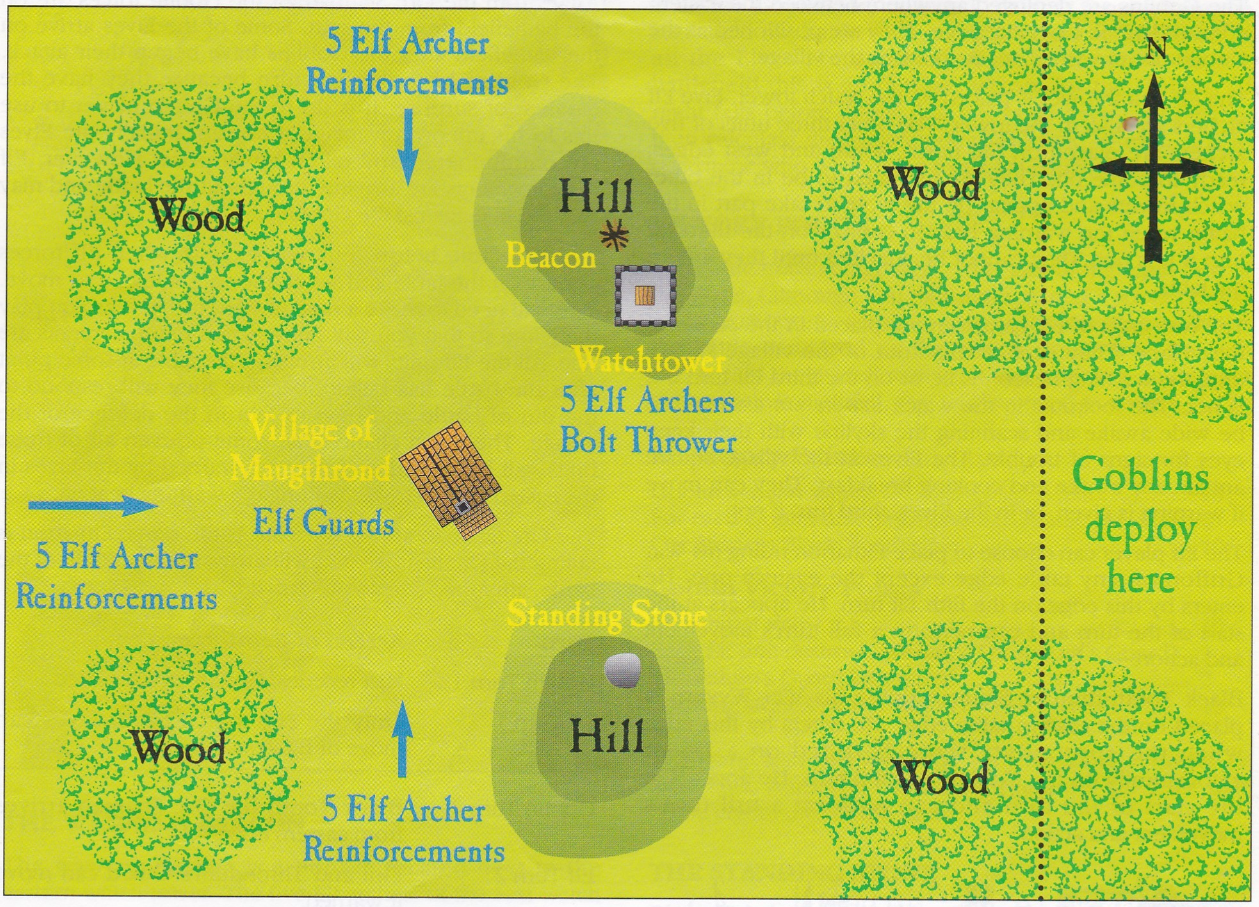
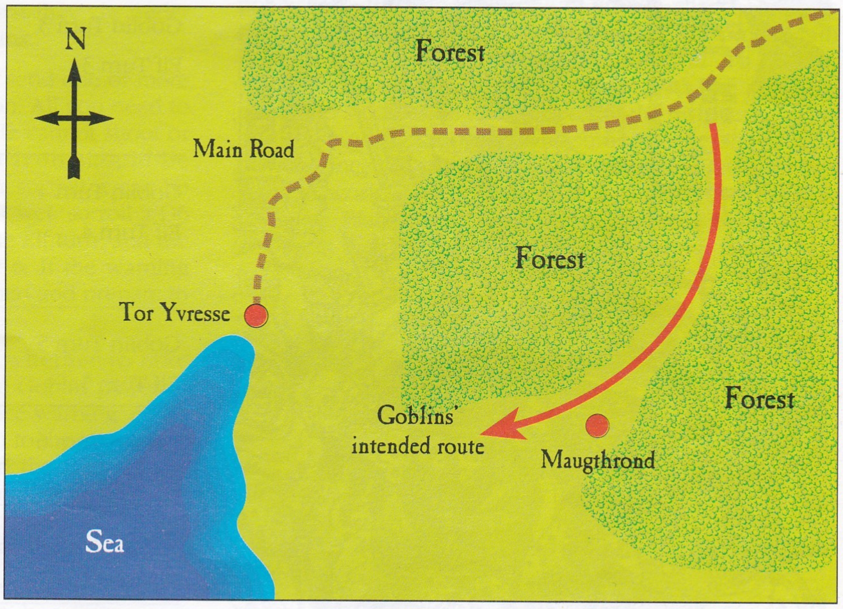
The Battle for Maugthrond


5 Elf Archer Reinforcements
Wood
Hill
Beacon
Watchtower
5 Elf Archers
Bolt Thrower
Wood
N
Village of Maugthrond
Elf Guards
Goblins deploy here
5 Elf Archer Reinforcements
Standing Stone
Wood
Hill
5 Elf Archer Reinforcements
Wood

Above: The battlefield around the Elf village of Maugthrond. The two Elf Guard units set up in the village square out of sight of the advancing Goblins. The Watchtower contains the Bolt Thrower and a unit of 5 Elf Archers. The remaining three units each of 5 Elf Archers begin the game positioned at the table edges as shown on the map. These units have arrived at Maugthrond from the surrounding area and are ready to rush onto the battlefield in the appropriate turn. Lay out the scenery to represent the battlefield as shown. The village has been represented here by a single building so that you can use the card model supplied with the Warhammer game. If you have extra buildings we would suggest you arrange three of four around the Guards units. The standing stone can be represented by a column of plasticine or a piece of rock from the garden. The Goblin player may deploy his troops as he pleases, amidst the woods or in the open area along the eastern table edge.


N
Forest
Main Road
Forest
Tor Yvresse
Forest
Goblins' intended route
Maugthrond
Sea

Above: Grom's march towards the Elf city of Tor Yvresse. A diversionary force of wolf riders has spread out across a broad front making it difficult for the Elves to identify the main advance. Grom and an advance party emerges from Maugthrond Pass and attacks the village of Maugthrond. The rest of the Goblin army is following hard behind. If Grom can overwhelm the village quickly he will maintain the element of surprise and the city of Tor Yvresse can be attacked from the flank whilst the main Elf army is busy guarding the road to the north.

DEPLOYMENT

The Goblins are deployed anywhere between the eastern edge and 12" in from that edge. They are positioned as the Goblin player wishes, ready to attack the village.

The Elf bolt thrower is placed on the watch tower. Five Elf archers are also in the tower. The other three units of five archers are placed on the north, south and west edges, ready to come on. They are assumed to be in the other watch towers and appear on the table to take part in the battle when the warning beacon is lit or on the third Elf turn if it is not. They cannot be attacked until they are on the table.

The two units of Elf spearmen are placed in the centre of the village. They cannot come out of the village square until the warning beacon is lit, or on the third Elf turn if it is not. The lookouts in the watch towers are assumed to be wide awake and scanning the skyline with their keen eyes for signs of trouble. The Elves in the village square are already awake and cooking breakfast. They can move if warning is given, or in the Elves' third turn if not.

The Elf player can choose to place Eltharion riding his War Griffon on any table edge except the eastern one. He enters by this edge on the fifth Elf turn. He appears at the start of the turn and can perform a full turn's movement and action.

Black Tooth the Orc Shaman riding his War Wyvern is placed on the eastern table edge. He enters by this edge when the appropriate score is rolled on a D6 or automatically on the Goblins' second turn. He appears at the start of the turn and can perform a full turn's movement and action.

THE TURN SEQUENCE

Apart from the Orc Shaman all the Goblin forces are on the battlefield from the start. Some of the Elves arrive on the battlefield after the Goblins have begun their attack. The Goblins have the first turn because they have the element of surprise. It is up to the Goblin player to use this to his utmost advantage if he can. Initially the Elves are outnumbered and taken by surprise. However, Elf reinforcements are arriving throughout the battle and may turn the tide against the Goblins.

The timetable below tells you exactly when Elf forces appear on the table and when they are allowed to move. You will need to make a note of what turn it is as you play the game so that you will know when reinforcements are due. All the Elf units will arrive on the table at some point after the battle has begun, because they will respond to the din of battle and rush to join in the defence of the village. There is a chance that some or even all of these units will arrive earlier if they are warned by the Elves in the eastern watch tower lighting the warning beacon.

The Orc Shaman arrives after the battle starts. Eltharion is tailing the Orc Shaman and will arrive in the middle of the battle, after the Shaman has arrived.

Turn	**Arrival of Reinforcements**
Goblin Turn 1	Mist recedes, Goblins are revealed.
Elf Turn 1	Only the east watch tower Elves can move or fight.
Goblin Turn 2	Black Tooth the Orc Shaman arrives from eastern edge.
Elf Turn 2	Elril and Thronduin's Guard can move if warned.
Goblin Turn 3	
Elf Turn 3	Elril and Thronduin's Guard can move. The north, south, west watch tower Elves can move if warned.
Goblin Turn 4	
Elf Turn 4	The north, south, and west watch tower Elves can move if they haven't already done so.
Goblin Turn 5	
Elf Turn 5	Eltharion arrives.
Goblin Turn 6	
Elf Turn 6	
Goblin Turn 7	
Elf Turn 7	
Nightfall	End of the battle. Add up victory points to decide who has won

Troops always arrive in the turns indicated. The Elf player cannot choose to delay them further to avoid losing on victory points. Remember, these Elves are determined to defend their village at all costs. It is a matter of honour!

THE WARNING BEACON

The warning beacon is a bonfire located next to the eastern watch tower. The five Elf archers of the east watch tower unit are deployed inside it. As soon as the Goblins' first turn is over, the Elves will know that they are under attack by having seen or heard the Goblins.

In the Elves' first turn the Elf player can send one or more Elves out of the tower to light the beacon. All you need to do is move an Elf next to the beacon. He cannot shoot or fight while trying to light it. The beacon should be between 1 and 5" away from the tower so that it can be reached in one turn. The bonfire is a bit wet, so roll a D6 to light the beacon. Roll at the end of the Elf turn, and the beacon will be lit on a score of 4, 5 or 6. If the warning beacon is lit, other Elf units will be warned and prepare to move.

It is up to the Elf player to choose whether to take advantage of the beacon. It is up to the Goblin player to try and stop the Elves from giving advance warning, either by shooting down the Elves who run out to the beacon, or by getting in between the beacon and the door of the tower. If the way out of the tower is blocked by Goblins, the Elves emerging from the tower cannot get to the beacon without fighting their way through the enemy.

The Elves may think their chances of survival are better if they stay inside the tower and shoot out, benefitting from hard cover. If so they will have to hold out for longer before the rest of the defenders of the village are aroused, and they will also be allowing the village to be taken by surprise. A great burden of responsibility bears down upon these Elves, and also a great opportunity for heroic action!

VICTORY AND DEFEAT

If all the Goblins are defeated, slain or routed from the battlefield the battle is an outright victory for the Elves. If all the Elves are defeated, slain or routed from the battlefield this is an outright victory for the Goblins. If night falls before either side has been decisively beaten, then calculate the victory points awarded to each side to determine who wins. If the totals are equal, it is a draw.

VICTORY POINTS

The battle ends at nightfall, at the start of the eight turn of the game, (although you may agree to end it sooner if you wish, or choose to continue playing for more turns). When the battle ends, add up the victory points won by each side to find the overall winner. If one side wins an outright victory before nightfall, you will not need to do this.

Elf Victory Points

Goblin general slain	10
For each Goblin unit destroyed	1
Orc Shaman Black Tooth slain	10

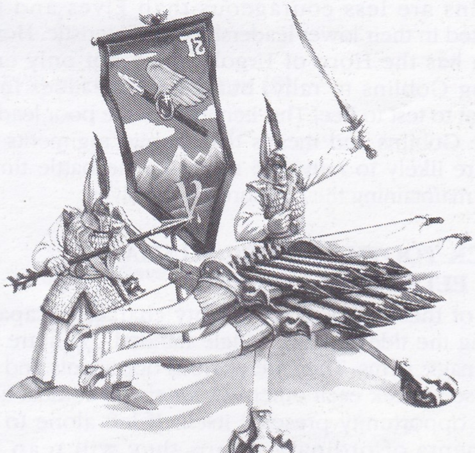
Goblin Victory Points

Elf general slain	10
Each Elf unit destroyed (except Thronduin's Guard)	1
Thronduin's Guard Destroyed	2
Standing stone's power stolen by Black Tooth	10

The game lasts until one side wins an outright victory or night falls, whichever comes first. Night will fall at the start of the eighth turn of the game.

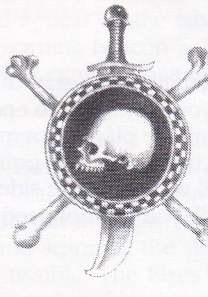
THE STANDING STONE

Black Tooth the Orc Shaman wants to steal the magic power from the standing stone of the Elf village. He plans to trap its magic in a Black Amulet which will protect him in battle and make him even more powerful. To do this, Black Tooth must move into contact with the standing stone and stop beside it for the rest of the turn. As he waits by the standing stone he is assumed to be stealing its power. Once the stone's power is stolen the Black Amulet starts to work – it is useless until it has been activated in this way. Black Tooth gains the protective power of the amulet in the magic phase of the turn that he moves next to the stone.



TACTICAL ADVICE

Many players will probably discover the ploys revealed here by themselves. Others may appreciate this tactical advice, which was discovered in the course of our own games, fighting the Battle for Maugthrond Pass several times with different players on each side.



THE TOWER

The Elves in the tower will be difficult to hit with arrows because they benefit from hard cover. The Goblins are using short bows and so will have to approach quite close to do any good. You will probably find that taking all modifiers into account it will be virtually impossible to hit the Elves in the tower.

By far the best option is to shoot at the tower with the stone thrower. A direct hit on the tower will be likely to do more damage in one turn than all the Goblin archers will do in several turns of shooting. If the Elves come out of the tower however, they will be much easier targets for the Goblin archers, but the presence of the archers may discourage them from taking the risk. The tower has the potential to hold up the Goblin advance. It is up to the Goblins not to allow themselves to be distracted or held up by it for too long.

THE BEACON

If the Elves in the tower do not light the beacon as soon as possible, the Goblins will gain a further advantage. They may be able to move troops far into the village and so be better positioned to hem in the Elf spearmen when they actually start moving. The Goblin player would be wise to try and gain ground quickly.

THE HORN OF URGOK

Goblins are less courageous than Elves and this is reflected in their lower leadership characteristic. However, Grom has the Horn of Urgok which not only enables fleeing Goblins to rally, but can cause Elves in close combat to test to flee! This item offsets the poor leadership of the Goblins and means that Goblin regiments which flee are likely to rally and return to the battle time and again maintaining the pressure on the Elves.

BLACK TOOTH THE ORC SHAMAN AND ELTHARION THE ELF

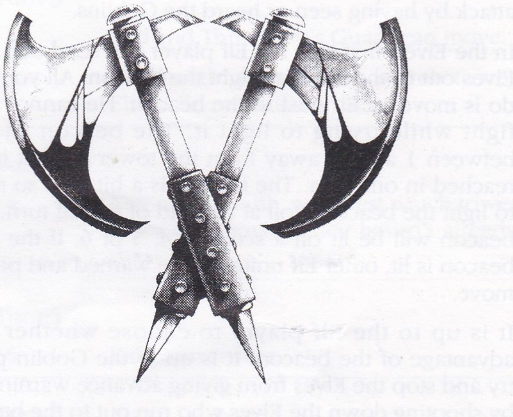
Both of these leaders are mighty characters capable of turning the tide of battle single handed. Both are armed with magic items. They are obvious opponents and would be wise to seek each other out for single combat as soon as an opportunity presents itself. If left alone to attack regiments of ordinary troops they will reap havoc (remember the big monsters they are riding cause fear!). The Shaman arrives first, but if he is wise he will almost certainly go for the standing stone before he does anything else. He will do this to gain victory points and to empower the amulet which he will need if Eltharion attacks him later or if the bolt thrower shoots at him. The Shaman is distracted for at least part of the battle. By the time he is ready to cause trouble for the Elves, Eltharion will soon be on table to hunt him down.

THE BOLT THROWER

This is best used for shooting at Black Tooth, Grom's chariot or regiments of Goblin spearmen in more than one rank. This is because the bolt has a high strength which can hurt a monster or chariot and can penetrate many ranks of Goblins possibly causing a panic test if enough of them are slain in a single shot. The bolt thrower can be knocked out by the stone thrower or by a blast from the Shaman's lightning staff.

GROM'S CHARIOT

Grom gains a great advantage from his chariot. This is because shots and close combat hits are divided between chariot, wolves and crew, and again between Grom and his driver, so it is difficult to hit Grom while he remains on the chariot. If he wants to dismount, if for example the wolves are slain and the chariot is halted, use a Goblin model to represent him. The chariot has scythes, three slavering wolves and Grom with his axe, so it is a powerful charging unit which can inflict terrible destruction. Grom could be used effectively by allowing him to lead from the front. Don't forget that the chariot can charge a full 18". It is a dangerous shock weapon!



REGIMENTS

Goblins *fear* Elf regiments they do not outnumber by more than two to one. This is something both players should remember. Goblins would be advised to wear down the bigger Elf regiments by shooting, but can attack the archer units with relative impunity. The Goblin spearmen are in big enough regiments to take on the Elf spearmen if properly supported by Goblin archers and Grom.

The Elf spearmen and archers are good quality troops, and even allowing for Goblin luck and arrows, should be able to hold off the horde quite well until Eltharion arrives.

GROM'S GOBLIN HORDE

You are Grom, leader of the Goblin horde. You are with your vanguard at the head of the pass, ready to attack the Elven village which bars your way. Your forces are deployed and ready for a surprise attack at daybreak. You have three units of archers and two units of spearmen to deploy how you wish within 12" of the eastern table edge; you may put them among the woods or in the pass. The Shaman, Black-tooth, arrives after the battle has started, intent on finding the magic standing stone to steal its power. When he has done this his Black Amulet is activated and may be used. Your objective is to overwhelm the village before the defenders can concentrate to offer effective resistance.

TURN SEQUENCE

The sequence of events during the Battle of Maugthrond Pass is as follows.

TURN	ARRIVAL OF REINFORCEMENTS AND MOVE ORDER
Goblin Turn 1	Mist recedes. Grom's Goblins are revealed and may move.
Elf Turn 1	The East Watchtower Elves may move or fight.
Goblin Turn 2	The Orc Shaman arrives at the eastern table edge at the start of turn, before anyone moves. He may move this turn.
Elf Turn 2	Elril's and Thronduin's Guards may move if they have been warned.
Goblin Turn 3	—
Elf Turn 3	Elril's and Thronduin's Guards may move. The North, South and West Watchtower Elves may move if they have been warned.
Goblin Turn 4	—
Elf Turn 4	The North, South and West Watchtower Elves may move.
Goblin Turn 5	—
Elf Turn 5	Eltharion arrives at the west, south or north table edge this turn, before anyone moves. He may move this turn.
Goblin Turn 6	—
Elf Turn 6	—
Goblin Turn 7	—
Elf Turn 7	—
Nightfall	The battle ends – add up the victory points to decide who has won.

GOBLIN FORCE: 989 Points

1 Goblin King (Grom) riding in a chariot
1 Orc Shaman (Black-tooth), riding a Wyvern (Doom Serpent)
1 Orc Stone Thrower (Skull Crusher)
2 x 16 Goblin Spearmen (the Iron Mob and the Bone Mob)
2 x 12 Goblin Archers (the Fang Stikkas and the Claw Stikkas)
1 x 8 Goblin Archers (the Stingers)

GOBLIN GENERAL – Grom the Mighty Goblin King

Armed with Grom's Axe, Horn of Urgok, light armour and riding in a chariot drawn by three wolves and with scythed wheels.

PROFILE	M	WS	BS	S	T	W	I	A	L	Save
Warboss	4	5	6	4	4	3	5	4	7	6
Chariot	–	–	–	7	7	3	1	–	–	–
Goblin Crew	4	2	3	3	3	1	2	1	5	–
Wolf	9	4	0	3	3	1	3	1	–	–

ORC SHAMAN – Black-tooth

Armed with hand weapon, light armour, Staff of Lightning and riding a Wyvern. Black Amulet is activated when he steals the standing stone's power.

PROFILE	M	WS	BS	S	T	W	I	A	L	Save
Master Shaman	4	3	3	4	4	3	4	2	7	6
Wyvern	6	5	0	5	6	4	4	3	5	–

GOBLIN SPEARMEN – The Iron Mob (16) and the Bone Mob (16)

Armed with hand weapons, spears and shields.

PROFILE	M	W	B	S	T	W	I	A	L	Save
Goblin	4	2	3	3	3	1	2	1	5	6

GOBLIN ARCHERS – The Fang Stikkas (12), the Claw Stikkas (12) and the Stingers (8)

Armed with hand weapons and short bows.

PROFILE	M	W	B	S	T	W	I	A	L	Save
Goblin	4	2	3	3	3	1	2	1	5	–

STONE THROWER AND 3 ORC CREW – Skull Crusher

Armed with hand weapons.

PROFILE	M	WS	BS	S	T	W	I	A	L	Save
Orc Crew	4	3	3	3	4	1	3	1	7	–

ARTILLERY PIECE	RANGE	STRENGTH	WOUNDS PER HIT	SAVE
Skull Crusher	60"	10	D6	None

GOBLIN VICTORY POINTS

The Elf General, Eltharion, is slain	10
For each Elf unit destroyed (except Thronduin's Guard)	1
The standing stone's power is stolen by Black-tooth	10
Thronduin's Guard destroyed	2

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ELTHARION'S HIGH ELF WATCH

You are the Eltharion, leader of the defenders of the village of Maugthrond. It is early morning and your lookouts in the watchtowers are guarding the village from attack on each of its four sides. This morning the unit in the Eastern watchtower, looking out over the pass towards the wooded hills to the east, suddenly sees a horde of Goblins emerging from the mist that shrouds the trees and hillsides. They must warn the village garrison before the Goblins attack. The Elves number five archers and a bolt-thrower, and they must survive long enough to light the warning beacon to raise the alarm. The village garrison consists of five more archers at each of the other three watchtowers, and a strong force of spearmen in the village square. If warned in time, they may act as reinforcements. You are flying high above the battlefield on your Griffon, ready to swoop down and lend your support as the battle unfolds below. It is your duty is to defend your village and, if possible, halt the Goblin advance.

TURN SEQUENCE

The sequence of events during the Battle of Maugthrond Pass is as follows.

TURN	ARRIVAL OF REINFORCEMENTS AND MOVE ORDER
Goblin Turn 1	Mist recedes. Grom's Goblins are revealed and may move.
Elf Turn 1	The East Watchtower Elves may move or fight.
Goblin Turn 2	The Orc Shaman arrives at the eastern table edge at the start of turn, before anyone moves. He may move this turn.
Elf Turn 2	Elril's and Thronduin's Guards may move if they have been warned.
Goblin Turn 3	—
Elf Turn 3	Elril's and Thronduin's Guards may move. The North, South and West Watchtower Elves may move if they have been warned.
Goblin Turn 4	—
Elf Turn 4	The North, South and West Watchtower Elves may move.
Goblin Turn 5	—
Elf Turn 5	Eltharion arrives at the west, south or north table edge this turn, before anyone moves. He may move this turn.
Goblin Turn 6	—
Elf Turn 6	—
Goblin Turn 7	—
Elf Turn 7	—
Nightfall	The battle ends – add up the victory points to decide who has won.

HIGH ELF FORCE: 992 Points

1 Elf Lord (Eltharion) riding a Griffon (Stormwing)
1 Bolt Thrower (the Reaper)
1 x 8 Elf Spearmen (Elril's Guard)
1 x 12 Elf Spearmen (Thronduin's Guard)
4 x 5 Elf Bowmen (each unit is named after its watchtower: North, South, East and West)

HIGH ELF GENERAL – Eltharion

Armed with Sword of Teclis, light armour, Helm of Atrazar and riding the Griffon Stormwing.

PROFILE	M	WS	BS	S	T	W	I	A	L	Save
Elf Lord	5	7	7	4	4	3	9	4	10	5+
Griffon	6	5	–	6	5	5	7	4	8	–

HIGH ELF SPEARMEN – Elril's Guard (8) and Thronduin's Guard (12)

Armed with spears, hand weapons, light armour and shields.

PROFILE	M	W	B	S	T	W	I	A	L	Save
Spearman	5	4	4	3	3	1	6	1	8	5+

HIGH ELF ARCHERS – North, South, East and West Watchtower Elves (5 each)

Armed with bows, hand weapons and light armour.

PROFILE	M	W	B	S	T	W	I	A	L	Save
Archers	5	4	4	3	3	1	6	1	8	6

BOLT THROWER AND 2 HIGH ELF CREW – The Reaper

Armed with hand weapons and light armour.

PROFILE	M	WS	BS	S	T	W	I	A	L	Save
Bolt Thrower	–	–	–	–	7	3	–	–	–	–
Crew	5	4	4	3	3	1	6	1	8	6

ARTILLERY PIECE	RANGE	STRENGTH	WOUNDS PER HIT	SAVE
Bolt Thrower	48"	5 with -1 per rank	D4	None

ELF VICTORY POINTS

The Goblin General, Grom, is slain	10
For each Goblin unit destroyed	1
The Orc Shaman, Black-tooth, is slain	10

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